

What Is Claimed Is:

1. A system for estimating the value of athletes using a game achievement evaluation model, the system comprising:
 - 5 a manager server having a function of receiving a member joining request when a user, a baseball player, a baseball related institute, a basketball ball club and a press (sports) institutes have access to a web site in order to know the degree of contribution for qualitative evaluation of the
 - 10 athletes or the athlete ball clubs for the purpose of annual salary calculation of professional athletes, the scout of amateurs and mercenary scout, an athlete draft, an athlete trade, etc., a function of registering members and assigning IDs to the members, a function of storing and managing the
 - 15 members who joined the web site in a manager server DB, and a function of, with the degree of contribution by the athletes being classified into attack addition (contribution), attack subtraction (error), defense addition (contribution) and defense subtraction (error) according to game situations,
 - 20 setting 129 game factors based on the classified factors, setting the game factors to detailed 1 277 game situation factors, assigning numerical values to the game factors and the game situation factors with a different weight, and sending quantitative results to a corresponding server or terminal if
 - 25 the user, the baseball player, the baseball -related institute,

the basketball ball club and the press (sports) institutes request the results through the server or terminal;

a user terminal having a function of having access to a web site within the manager server to make requests for member

5 joining in or der to know the degree of contribution for qualitative evaluation of the athletes or the athlete ball club for the purpose of annual salary calculation of the professional athletes, the scout of amateurs and mercenary scout, the athlete draft, the athlete trade, etc., a function 10 of being assigned with an ID from the manager server after becoming a member, and a function of requesting the degree of quantitative contribution of the athletes to the manager server, and receiving the degree of contribution data of the athletes;

a baseball player terminal having a function of having 15 access to a web site within the manager server to make requests for member joining in order to know the degree of contribution for qualitative evaluation of the athletes or the athlete ball club for the purpose of annual salary calculation of the professional athletes, the scout of amateurs and mercenary scout, the athlete draft, the athlete trade, etc., a function 20 of being assigned with an ID from the manager server after becoming a member, and a function of requesting the degree of quantitative contribution of the athletes to the manager server, and receiving the degree of contribution data 25 of the athletes;

a baseball-related institute server having a function of having access to a web site within the manager server to make requests for member joining in order to know the degree of contribution for qualitative evaluation of the athletes or the 5 athlete ball club for the purpose of annual salary calculation of the professional athlete s, the scout of amateurs and mercenary scout, the athlete draft, the athlete trade, etc., a function of being assigned with an ID from the manager server after becoming a member, and a function of requesting the 10 degree of quantitative contribution of the athletes to the manager server, and receiving the degree of contribution data of the athletes;

a basketball ball club server having a function of having access to a web site within the manager server to make 15 requests for member joining in order to know th e degree of contribution for qualitative evaluation of the athletes or the athlete ball club for the purpose of annual salary calculation of the professional athletes, the scout of amateurs and mercenary scout, the athlete draft, the athlete trade, etc., a function of being assigned with an ID from the manager server 20 after becoming a member, and a function of requesting the degree of quantitative contribution of the athletes to the manager server, and receiving the degree of contribution data of the athletes;

25 a press (sports) institute server having a function of

having access to a web site within the manager server to make requests for member joining in order to know the degree of contribution for qualitative evaluation of the athletes or the athlete ball club for the purpose of annual salary calculation
5 of the professional athletes, the scout of amateurs and mercenary scout, the athlete draft, the athlete trade, etc., a function of being assigned with an ID from the manager server after becoming a member, and a function of requesting the degree of quantitative contribution of the athletes to the
10 manager server, and receiving the degree of contribution data of the athletes;

a financial institute/credit card company/mobile communication company billing server having a function of receiving an authentication request for one or a plurality of
15 financial information, card information and mobile communication information, which are settlement numbers of the user, the baseball player, the baseball -related institute, the basketball ball club and the press (sports) institute, from the manager server, and a function of comparing one or a plurality of financial information, card information and mobile communication information with information stored in a corresponding database among the financial institute server, the credit card company server and the mobile communication company billing server, and sensing the authentication result
20 to the manager server;

a payment system server having a function of receiving one or the plurality of the settlement numbers among the user, the baseball player, the baseball -related institute, the basketball ball club and the press (sports) institute, who are 5 authenticated by the financial institute/credit card company/mobile communication company billing server, from the manager server, and a function of confirming the settlement number and then sending the settlement results to the manager server; and

10 a communication service company server having a function of receiving the degree of contribution information of the players and the settlement information from the manager server after being settled by the settlement system server, and a function of sending the degree of contribution information by 15 the players and the settlement information, which are received from the manager server, to a terminal, a user or a baseball player mobile phone of the user, the baseball player, the baseball-related institute, the basketball ball club and the press (sports) institute via e -mail, SMS of a mobile phone, a 20 messenger, etc.

2. The system as claimed in claim 1, wherein the manager server comprises:

a member subscription unit for allowing the user, the 25 baseball player, the baseball -related institute, the baseball

ball club, the press (sports) institute, etc. to request member joining through the server or terminal;

a member permission unit for authorizing the member joining, and then assigning an ID to the member;

5 a member information database (DB) for storing and managing members;

an athlete contribution degree database (DB) for storing and managing the degree of contribution by athletes;

10 a game factor unit including an attack addition game factor unit indicating attack contribution portions such as team morale increase contribution addition generated by a game situation of an athlete, an attack subtraction game factor unit indicating attack error portions such as point acquisition cancellation error subtraction, a defense addition game factor unit indicating defense contribution portions such as full possible losing point dissipation contribution addition, and a defense subtraction game factor unit indicating defense error portions such as full self -blame possible losing point error subtraction;

20 an 1277 game situation factor unit including an attack addition game situation factor unit indicating detailed items of attack addition game factors indicating attack contribution portions generated by a game situation of an athlete, an attack subtraction game situation factor unit indicating detailed

25 items of attack subtraction game factors indicating attack

error portions, a defense addition game situation factor unit indicating detailed items of defense addition game factors indicating defense contribution portions, and a defense subtraction game situation factor unit indicating detailed items of defense subtraction game factors indicating defense error portions;

5 a median setting unit for setting representative values for respective detailed items that constitute the game factor unit and the game situation factor unit;

10 a weight setting unit for multiplying the game factor median and the game situation factor median set in the median setting unit; and

15 a contribution degree calculation unit for calculating the degree of contribution by athletes based on a difference between addition factors including contribution factors for attack and defense addition to which weights are applied, and subtraction factors including error factors for attack and defense subtraction to which weights are applied.

20 3. A method of estimating the value of athletes using a game achievement evaluation model, wherein a member subscription process comprises the steps of:

allowing one or a plurality of a user, a baseball player, a baseball -related institute, a basketball ball club and a 25 press (sports) institute to have access to a web site through a

manager server;

allowing one or a plurality of the user, the baseball player, the baseball -related institute, the basketball ball club and the press (sports) institute to make requests for

5 member joining to a member subscription unit;

allowing a member permission unit of the manager server to decide whether to allow authorization;

if the authorization is not allowed, allowing the member joining to be rejected, and if the authorization is allowed,

10 allowing the member joining to be allowed;

if one or a plurality of the user, the baseball player, the baseball -related institute, the basketball ball club and the press (sports) institute is allowed to be a member,

allowing the manager server to assign IDs to one or a plurality

15 of terminals or servers of the user, the baseball player, the baseball-related institute, the basketball ball club and the press (sports) institute through the member permission unit;

and

allowing the manager server to store the IDs in the

20 member information database.

4. A method of estimating the value of athletes using a game achievement evaluation model, wherein a value calculation process comprises the steps of:

25 (a) allowing a game factor unit within a manager server

to set attack add ition game factors of 41 items, attack subtraction game factors of 34 items, defense addition game factors of 30 items and defense subtraction game factors of 24 items;

5 (b) allowing a game situation factor unit within the manager server to set game situation factors of 1227 items for each of the items of the attack addition game factors, the items of the attack subtraction game factors, the items of the defense addition game factors and the items of the defense subtraction game factors;

10 (c) allowing a median setting unit within the manager server to set the median for each of the game factors and the game situation factors under the game situation principle for the attack addition game factors, the attack subtraction game factors, the defense addition game factors and the defense subtraction game factors;

15 (d) allowing a weight setting unit within the manager server to set weight for each of the game situation factors under the game situation principle for the attack addition game factors, the attack subtraction game factors, the defense addition game factors and the defense subtraction game factors to (each game factor median \times each game situation factor median) \div 400;

20 (e) allowing a contribution degree calculation unit within the manager server to calculate the degree of game

contribution by the athletes from the game situation factors, the weight, etc, as addition factors (a game situation factor x a corresponding weight) - a subtraction factor (a game situation factor x a corresponding weight); and .

5 (f) calculating the value of the athletes based on the degree of game contribution.

5. The method as claimed in claim 4, wherein in step (a), detailed items of the attack addition game factor unit include
10 full shooting capture ability contribution addition, shooting chance capture ability contribution addition, possible losing point removal contribution addition, full team morale -inspired contribution addition, team morale -inspired contribution addition, high degree -skill contribution addition, full
15 disadvantage overcome ability contribution addition, disadvantage overcome ability contribution addition,
disadvantage overcome fail contribution addition, full point - possible securing contribution addition, score -possible providing contribution addition, score record can cancellation-
20 considered contribution addition, full score chance ability loss contribution addition, point chance ability loss contribution addition, alternate score additional contribution addition, lucky score addition contribution addition, indirect chance fostering contribution addition, direct chance assistance contribution addition, indirect chance sacrifice
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contribution addition, direct chance sacrifice contribution
addition, athlete defense shrinkage contribution addition,
opponent team defense shrinkage contribution addition, attack
time re-application contribution addition, full point

5 cooperation contribution addition, point cooperation
contribution addition, teamwork completion cooperation
contribution addition, teamwork cooperation contribution
addition, positive participation contribution addition,
shooting chance cooperation contribution addition, full

10 shooting chance cooperation contribution addition, swift attack
cooperation contribution addition, full swift attack
cooperation contribution addition, possession acquisition
contribution addition, free throw possession ability
contribution addition, full possession acquisition contribution

15 addition, possession acquisition -side contribution addition,
score record acquisition contribution addition, oponent
teamwork degeneracy contribution addition, opponent team
formation obstruction contribution addition, opponent defense
disturbance contribution addition and right shooting timing

20 contribution addition;

 detailed items of the attack subtraction game factor unit
 include point acquisition cancellation error subtraction,
 direction team -moral degeneracy error subtraction, indirect
 team moral degeneracy error subtraction, possession -possible
25 chance removal error subtraction, possession loss providing

error subtraction, indirect possession loss providing error subtraction, possession loss -possible providing error subtraction, possible losing point providing error subtraction, indirect possible losing point providing error subtraction, 5 full possible losing point providing error subtraction, score -possible removal error subtraction, indirect score -possible removal error subtraction, full score chance dissipation error subtraction, indirect score chance dissipation error subtraction, general full score chance di ssipation error 10 subtraction, general indirect score chance dissipation error subtraction, game basic capability lack error subtraction, score addition chance dissipation error subtraction, victory factor removal error subtraction, unreasonable shooting attempt error subtraction, right shooting timing lack error subtraction, 15 teamwork cooperation lack error subtraction, full teamwork cooperation lack error subtraction, positive participation lack error subtraction, full positive participation lack error subtraction, prediction ability lack error subtraction, personal defense shrinkage load error subtraction, team member 20 personal defense shrinkage load error subtraction, team defense shrinkage degeneracy error subtraction, teamwork lowering fostering error subtraction, teamwork formation obstruction error subtraction, instant chance cooperation lack error subtraction, opponent swift attack -possible chance assignment 25 error subtraction and opponent free throw -possible assignment

error subtraction;

 detailed items of the defense addition game factor unit include full possible losing point dissipation contribution addition, possible losing point dissipation contribution

5 addition, full losing point allowance dissipation contribution addition, possession acquisition -possible assignment contribution addition, shooting fail factor assignment contribution addition, full shooting fail factor assignment contribution addition, shooting mental shrinkage contribution

10 addition, counter team morale lowering contribution addition , direct the other party morale lowering contribution addition, possible losing point previous removal contribution addition, game rhythm interception contribution addition, teamwork stability opponent assignment contribution addition, losing

15 point minimum -possible assignment contribution addition, optimal defense ability contribution addition, full optimal defense ability contribution addition, defense positive participation contribution addition, full defense positive participation contribution addition, teamwork assistance

20 contribution addition, error inducing factor assignment contribution addition, full error -inducing assignment contribution addition, score chance -possible assignment contribution addition, full score -possible assignment contribution add ition, the other party personal defense

25 shrinkage contribution addition, opponent team defense

shrinkage contribution addition, defense confusion recovery contribution addition, possession acquisition contribution addition, opponent teamwork formation obstruction contribution addition, opponent team member formation obstruction

5 contribution addition, swift attack -possible chance providing contribution addition and positive sacrifice participation contribution addition; and

detailed items of the defense subtraction game factor unit include minimum self-blame losing point assignment error subtraction, full self-blame losing point assignment error subtraction, full self-blame possible losing point error subtraction, maximum self-blame losing point assignment error subtraction, countermeasure absence losing point error subtraction, countermeasure absence possible losing point error

10 subtraction, countermeasure absence-inducing error subtraction, assistance self-blame losing point-considered error subtraction, assistance self-blame-possible losing point -considered error subtraction, situation coping ability lack error subtraction, assistance coping ability lack error subtraction, basic defense ability lack error subtraction, indirect opponent team morale -inspired error subtraction, direct opponent team morale -inspired error subtraction, personal defense shrinkage error subtraction, personal defense shrinkage fostering error subtraction, team defense shrinkage fostering error subtraction,

15 mentality control ability lack error subtraction, opponent

teamwork consolidation chance providing error subtraction,
teamwork collapse curse providing error subtraction, possible
losing point increase -induced error subtraction, game flow
prevention ability lack error subtraction, t eam-pattern
5 confusion assignment error subtraction and team member
formation difficulty providing error subtraction 9.

6. The method as claimed in claim 4, wherein in step (b),
the game situation factors for the items of the attack addition
10 game factors, the items of the attack subtraction game factors,
the items of the defense addition game factors, and the items
of the defense subtraction game factors are divided into 7
items, 13 items, 21 items, 5 items, 9 items, 12 items and 4
items,

15 the 7 items are co ntribution in disadvantageous point
(over -7) situation, contribution in advantageous point (over
+7) situation, contribution in disadvantageous point seesaw
approach (-6 ~ -4) situation, contribution in advantageous
point seesaw approach (+6 ~ +4) situati on, contribution in
20 disadvantageous point seesaw (-1 ~ -3) situation, contribution
in advantageous point seesaw (+1 ~ +3) situation and
contribution in tie situation;

the 13 items are contribution in disadvantageous point
(over -7) situation, contribution in advantageous (over +7)
25 situation, disadvantageous point seesaw approach (-6 ~-4) entry

possible contribution in an advantageous point situation (over -7), disadvantageous point situation (over +7) entry -possible contribution in a disadvantageous point seesaw approach situation (+6 ~+4), contribution within disadvantageous point 5 seesaw approach (-6 ~ -4) in disadvantageous point seesaw approach (-6 ~ -4) situation, possible contribution within disadvantageous point seesaw approach (+6 ~ +4) in a seesaw approach (+6 ~ +4) situation, disadvantageous point seesaw situation (-1 ~ -3) entry -possible contribution in an 10 advantageous point seesaw approach situation (-6 ~ -4), disadvantageous point seesaw approach situation (+6 ~ +4) entry-possible contribution in a disadvantageous point seesaw situation (+1 ~ +3), possible contribution within a disadvantageous point seesaw situation (-1 ~ -3) in a 15 disadvantageous point seesaw situation (-1 ~ -3), possible contribution within a disadvantageous point seesaw situation (+1 ~ +3) in a disadvantageous point seesaw situation (+1 ~ +3), tie situation entry -possible contribution in a disadvantageous point seesaw situation (-1 ~ -3), disadvantageous point seesaw 20 situation (+1 ~ +3) entry -possible contribution in a tie situation, and disadvantageous point seesaw situation (+1 ~ +3) entry-possible contribution in a disadvantageous point seesaw situation (-1 ~ -3);

the 21 items are Point in disadvantageous point (over -7) 25 situation, Point in advantageous (over +7) situation, a

disadvantageous point seesaw approach (-6 ~ -4) entry point in an advantageous point situation (over -7), a disadvantageous point situation (over +7) point in a disadvantageous point seesaw approach (+6 ~ +4) situation, a point within a

5 disadvantageous point seesaw approach (-6 ~ -4) in an advantageous point seesaw approach (-6 ~ -4) situation, a point within a disadvantageous point seesaw approach (+6 ~ +4) in a disadvantageous point seesaw approach (+6 ~ +4) situation, a disadvantageous point seesaw situation (-1 ~ -3) point in a

10 disadvantageous point seesaw approach (-6 ~ -4) situation, a disadvantageous point seesaw approach situation (+6 ~ +4) point in a disadvantageous point seesaw situation (+1 ~ +3), a point within a disadvantageous point seesaw situation (-1 ~ -3) in a disadvantageous point seesaw situation (-1 ~ -3), a point

15 within a disadvantageous point seesaw situation (+1 ~ +3) in a disadvantageous point seesaw situation (+1 ~ +3), a tie situation point in a disadvantageous point seesaw situation (-1 ~ -3), a disadvantageous point seesaw situation (+1 ~ +3) point in a tie situation, a disadvantageous point seesaw situation

20 (+1 ~ +3) point in a disadvantageous point seesaw situation (-1 ~ -3), a tie point simultaneously with attack time end or quarter end in a disadvantageous seesaw situation (-1 ~ -3), a reverse point simultaneously with attack time end or quarter end in a disadvantageous seesaw situation (-1 ~ -3), a reverse

25 point simultaneously with attack time end or quarter end in tie

situation, a tie point in last attack with game end time being left several seconds in a disadvantageous seesaw situation (-1 ~ -3), a reverse point in last attack with game end time being left several seconds in a tie situation, a tie point

5 simultaneously with game end buzzer in a disadvantageous seesaw situation (-1 ~ -3), a reverse point simultaneously with game end buzzer in a disadvantageous seesaw situation (-1 ~ -3) and a reverse point simultaneously with game end buzzer in tie situation;

10 the 5 items are one foul record, a second foul record, a third foul record, a fourth foul record and a walkout foul record;

the 9 items are walk -out in extra game and one or more participation stops, walk -out after five minutes in the fourth

15 quarter, walk -out before five minutes in the fourth quarter, walk-out after five minutes in the third quarter, walk -out before five minutes in the third quarter, walk -out after five minutes in the second quarter, walk -out before five minutes in the second quarter, walk -out after five minutes in the first quarter, and walk -out before five minutes in the first quarter;

20 the 12 items are shooting error in a disadvantageous point (over -7) situation, shooting error in an advantageous point (over +7) situation, shooting error in a disadvantageous point seesaw approach (-6 ~ -4) situation, shooting error in a disadvantageous point seesaw approach (+6 ~ +4) situation,

shooting error in a disadvantageous point seesaw situation (-1 ~ -3), shooting error in a disadvantageous point seesaw situation (+1 ~ +3), shooting error in a tie situation, tie shooting error in the last attack with several seconds being

5 left before a game ends in a disadvantageous point seesaw situation (-1 ~ -3), reverse point shooting error in the last attack with several seconds being left before a game ends in a tie situation, tie shooting error simultaneously with a game end buzzer in a disadvantageous seesaw situation (-1 ~ -3),

10 reverse point shooting error simultaneously with a game end buzzer in a disadvantageous seesaw situation (-1 ~ -3), and reverse point shooting error simultaneously with a game end buzzer in a tie situation; and

the 4 items are an advantageous and disadvantageous

15 situation (over ±7 points), an advantageous and disadvantageous seesaw approach situation (±6 ~ ±4 points), an advantageous and disadvantageous seesaw situation (±3 ~ ±1 points), and contribution in a tie situation.

20 7. A method of estimating the value of athletes using a game achievement evaluation model, wherein a process of providing the degree of contribution data and transmitting settlement authentication and results comprises the steps:

allowing a user, a baseball player, a baseball -related

25 institute, a basketball ball club, a press (sports) institute,

etc. to have access to a web site within a manager server through each terminal;

allowing the user, the baseball player, the baseball related institute, the basketball ball club, the press (sports) 5 institute, etc. to search and select the degree of contribution of the athletes or the player ball clubs;

allowing the user, the baseball player, the baseball related institute, the basketball ball club, the press (sports) institute, etc. to make requests for the degree of contribution 10 data for qualitative evaluation of the athletes or the player ball clubs to the manager server through the terminal;

allowing the manager server to input a settlement number (a credit card number, an account number, etc.) to a corresponding terminal or server that request the degree of 15 contribution by the athletes;

allowing athletes, player ball clubs, etc. who request the degree of contribution by the athletes to input the settlement number (a credit card number, an account number, etc.) in a web site within a manager server using a 20 corresponding terminal or server;

allowing the manager server to make requests for authentication of a corresponding settlement number that requests the degree of contribution by the athletes to a financial institute/credit card company/mobile communication 25 company-billing server;

- allowing the financial institute/credit card company/mobile communication company -billing server to compare the requested settlement number and a settlement number stored in a database of a corresponding server, and then to send the 5 authentication result to the manager server;
- allowing the manager server to make requests for settlement to a settlement system server;
- allowing the settlement system server to settle accounts to the credit card number, the account number, the mobile phone 10 finance, etc.;
- allowing the settlement system server to send the settlement contents to the manager server;
- allowing the manager server to send the settlement contents to a corresponding terminal or server that requests 15 the degree of contribution by the athletes through a communication service company server; and
- allowing the communication service company server to send the settlement contents to a corresponding terminal or server, and then to send the transmission results to the manager server.